

KARLA MARTINEZ

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OBJECTIVE

Work in an environment that challenges me to continue learning, at the same time be able to help and learn as much as I can from my peers. To create a workspace that is in continual growth with opportunities of advancement.

EMPLOYMENT HISTORY

Electronic Arts

4/1/2007 — Current

Lighter

- Environment Lighting for next generation games. Ensuring the vision of the art director translates into the environment using a variety of in house tools.
- Fifa World Cup (2009)
- Tennis Grand Slam 09 Wii (2009)
- March Madness 09 (2008)
- NBA Live 09 (2008)
- Facebreaker (2008)
- NBA Live 08 (2007)

Bardel Entertainment

8/1/2006 — 4/1/2007

Lighting Technical Director

- Lighting characters and environments as well as problem solving technical issues for the animated series "Viva Piñata" on its first season.

Mobel

2004 — 2005

Designing Office furniture layout.

- Designing office furniture and doing architectural layouts.

SG Fotografos

2003 — 2004

Photography assistant

- Assisted the photographer by helping him develop prints, set up lights and doing office work.

Freelance

Translating hand drawn designs into autocad blue prints for industrial designers, and architectural renders.

EDUCATION

- 3D Animation and visual effects program - Vancouver Film School , Vancouver BC Canada, 2005 - 2006
- Industrial Design, Universidad Autonoma de Guadalajara, Guadalajara Jal México, 2000 - 2004

SKILLS PROFILE

- | | | | | | |
|---|---------------|---|-----------|---|---------------|
| - | Maya | - | XSI | - | After Effects |
| - | Mental Ray | - | Photoshop | - | Premiere Pro |
| - | Deep Paint 3d | - | Z Brush | - | |